

1/3

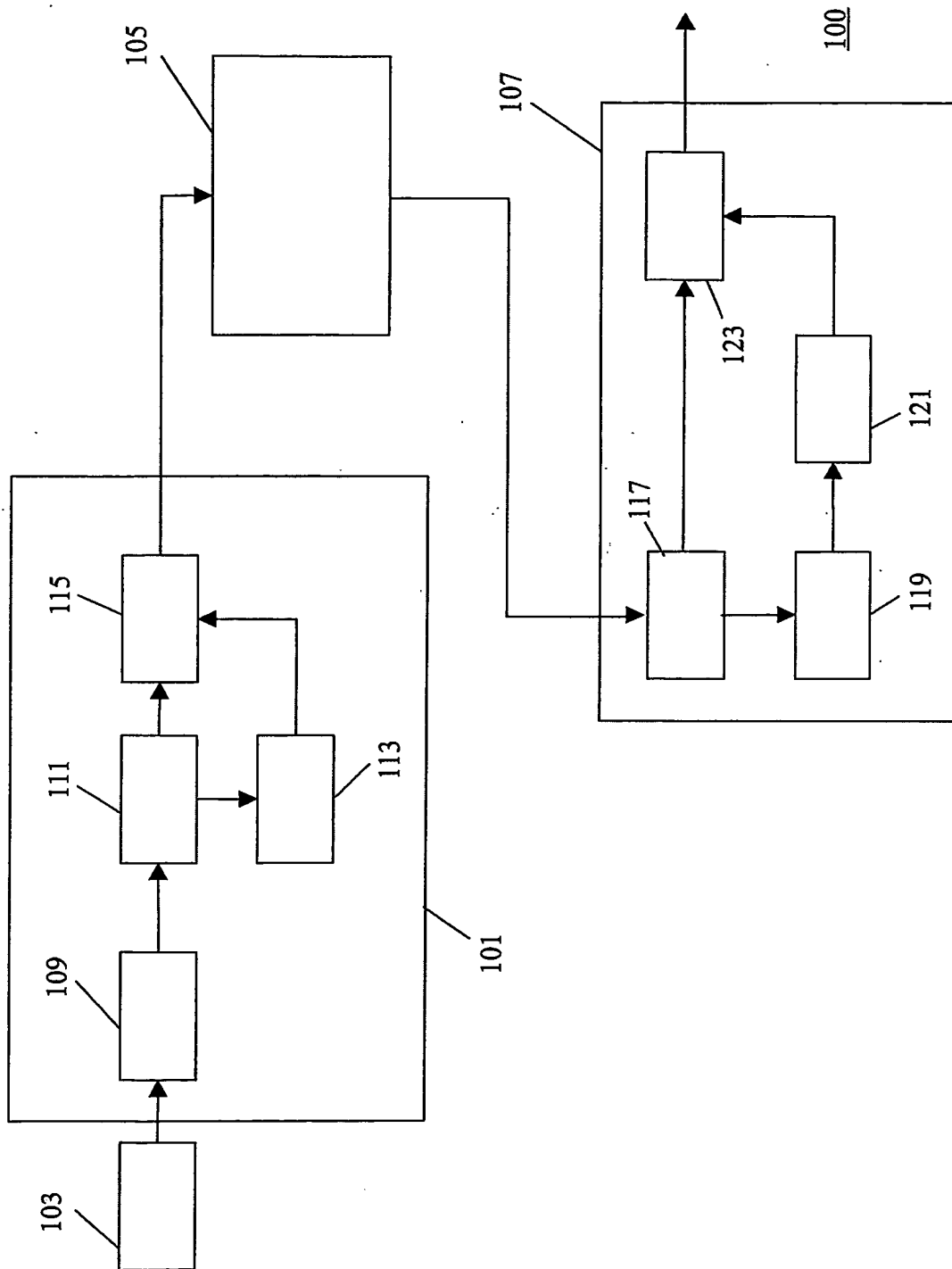


FIG.1

2/3

Variable length code (NOTE1)	run	level
0110 NOTE2	End of Block	
10s	0	1
010s	1	1
110s	0	2
0010 1 s	2	1
0111 s	0	3
0011 1 s	3	1
0001 10 s	4	1
0011 0 s	1	2
0001 11 s	5	1
0000 110 s	6	1
0000 100 s	7	1
1110 0 s	0	4
0000 111 s	2	2
0000 101 s	8	1
1111 000 s	9	1
0000 01	Escape	
1110 1 s	0	5
0001 01 s	0	6
1111 001 s	1	3
0010 0110 s	3	2
1111 010 s	10	1
0010 0001 s	11	1
0010 0101 s	12	1
0010 0100 s	13	1
0001 00 s	0	7
0010 0111 s	1	4
1111 1100 s	2	3
1111 1101 s	4	2
0000 0010 0 s	5	2
0000 0010 1 s	14	1
0000 0011 1 s	15	1
0000 0011 01 s	16	1

NOTE 1 - The last bit 's' denotes the sign of the level. '0' for positive
'1' for negative.

NOTE 2 - "End of Block" shall not occur as the only code of a block.

FIG. 2

3/3

run	level	codeword
0	1	0001
1	1	0010
2	1	0011
3	1	0100
4	1	0101
5	1	0110
6	1	0111
7	1	1000
8	1	1001
9	1	1010
10	1	1011
11	1	1100
12	1	1101
13	1	1110
1	2	1111
not deleted		0000

FIG. 3